

ARMY RDT&E BUDGET ITEM JUSTIFICATION (R-2 Exhibit)					February 2002				
BUDGET ACTIVITY 3 - Advanced technology development			PE NUMBER AND TITLE 0603007A - Manpower, Personnel and Training Advanced Technolo						
COST (In Thousands)			FY 2001 Actual	FY 2002 Estimate	FY 2003 Estimate	FY 2004 Estimate	FY 2005 Estimate	FY 2006 Estimate	FY 2007 Estimate
Total Program Element (PE) Cost			6844	3093	3527	8391	9698	4417	4632
792	PERSONNEL PERFORMANCE & TRAINING		4921	3093	3527	8391	9698	4417	4632
79A	ARMY TRAINING SUPPORT CENTER		1923	0	0	0	0	0	0
<b><u>A. Mission Description and Budget Item Justification:</u></b> The objective of this program element (PE) is to develop and demonstrate advanced soldier-oriented technologies to enhance soldier and unit performance in the Army's transformation to the Objective Force. A key goal of this program is the reduction of training and other personnel costs through the development of effective training strategies that incorporate appropriate mixes of live, virtual, and constructive simulations. Research and development (R&D) efforts include designing new ways to efficiently develop collective training; developing and demonstrating prototype training methods and programs that improve mission performance; devising training strategies using distributed training technology to conduct multi-site training, assessment, and feedback; and evaluating the effectiveness of compressed gunnery training strategies for the Reserve Component. R&D will also design innovative methods and technologies to develop effective leaders for small team operations and for developing Battle Commanders for the digitized battlefield. Work in this program element is consistent with the Army Science and Technology Master Plan, the Army Modernization Plan, and Project Reliance. This PE is managed by the U.S. Army Research Institute (ARI) for the Behavioral and Social Sciences. The cited work is consistent with the Army Science and Technology Master Plan (ASTMP), the Army Modernization Plan, and Project Reliance. The program element contains no duplication with any effort within the Military Departments. This program supports the Objective Force transition path of the Transformation Campaign Plan (TCP).									

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	FY 2001	FY 2002	FY 2003
Previous President's Budget (FY2002 PB)	7008	3120	3153
Appropriated Value	7072	3120	0
Adjustments to Appropriated Value	0	0	0
a. Congressional General Reductions	0	-27	0
b. SBIR / STTR	-163	0	0
c. Omnibus or Other Above Threshold Reductions	0	0	0
d. Below Threshold Reprogramming	0	0	0
e. Rescissions	-65	0	0
Adjustments to Budget Years Since FY2002 PB	0	0	374
Current Budget Submit (FY 2003 PB )	6844	3093	3527

**Change Summary Explanation:**

FY03 (+\$374) - This Program Element increased due to expanded participation in virtual simulation experiments to determine the feasibility of selected techniques and tools for training future forces in support of the Army Transformation to the Objective Force.

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BUDGET ACTIVITY 3 - Advanced technology development			PE NUMBER AND TITLE 0603007A - Manpower, Personnel and Training Advanced Technolo			PROJECT 792			
COST (In Thousands)			FY 2001 Actual	FY 2002 Estimate	FY 2003 Estimate	FY 2004 Estimate	FY 2005 Estimate	FY 2006 Estimate	FY 2007 Estimate
792	PERSONNEL PERFORMANCE & TRAINING		4921	3093	3527	8391	9698	4417	4632
<p><b><u>A. Mission Description and Budget Item Justification:</u></b>The objective of this program element(PE) is to develop and demonstrate advanced soldier-oriented technologies to enhance soldier and unit performance in the Army's transformation to the Objective Force. A key goal of this program is the reduction of training and other personnel costs through the development of effective training strategies that incorporate appropriate mixes of live, virtual, and constructive simulations. Research and development (R&amp;D) efforts include designing new ways to efficiently develop collective training; developing and demonstrating prototype training methods and programs that improve mission performance; devising training strategies using distributed training technology to conduct multi-site training, assessment, and feedback; and evaluating the effectiveness of compressed gunnery training strategies for the Reserve Component. R&amp;D will also design innovative methods and technologies to develop effective leaders for small team operations and for developing Battle Commanders for the digitized battlefield. Work in this program element is consistent with the Army Science and Technology Master Plan, the Army Modernization Plan, and Project Reliance. This PE is managed by the U.S. Army Research Institute (ARI) for the Behavioral and Social Sciences. The cited work is consistent with the Army Science and Technology Master Plan (ASTMP), the Army Modernization Plan, and Project Reliance. The program element contains no duplication with any effort within the Military Departments. This program supports the Objective Force transition path of the Transformation Campaign Plan (TCP).</p>									
<p><b><u>FY 2001 Accomplishments:</u></b></p> <ul style="list-style-type: none"><li>2992<ul style="list-style-type: none"><li>- Developed and demonstrated new training and performance assessment technologies that prepare operators and commanders to take advantage of evolving digital systems.</li><li>- Conducted annual assessment of Army command climate, identifying trends and new issues of concern to soldiers.</li><li>- Provided guidelines for integrating a question-asking technique (to stimulate thinking) into distance learning courses.</li><li>- Developed preliminary guidelines for use by the U.S. Army Intelligence School to train cognitive skills and declarative/factual knowledge using distributed learning technologies.</li></ul></li><li>1929<ul style="list-style-type: none"><li>- Continued the development and demonstration of an aircrew coordination training program.</li><li>- Developed a Laser Marksmanship Training System for predicting USAR pistol marksmanship qualification, to help maximize training resource efficiency in the Reserve Component.</li></ul></li></ul>									

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<p><b><u>FY 2001 Accomplishments: (Continued)</u></b></p> <p>- Transferred methods and products developed with Special Forces soldiers (e.g., personal discipline and adaptability assessment tools) to conventional Army sites.</p> <p>Total    4921</p> <p><b><u>FY 2002 Planned Program</u></b></p> <ul style="list-style-type: none"> <li>•        3093        - Plan the computer automation of certain instructor functions in collaborative learning environments.</li> <li>                 - Evaluate the training of digital procedures for soldiers through distributed learning over the Internet.</li> <li>                 - Conduct annual assessment of Army command climate and trends over time, and identify new issues of concern to soldiers.</li> <li>                 - Determine key training requirements and determine the relevance of selected training techniques and tools for future forces.</li> <li>                 - Identify the training/coaching strategies and mentoring processes effective leaders use to develop individuals in team contexts.</li> <li>                 - Complete development and evaluation of new technologies for training Army Aircrew Coordination.</li> <li>                 - Develop worldwide web interactive reference tool to help AC and RC unit leaders deal with operational and cultural differences in multi-component units.</li> <li>                 - Design and develop a prototype web-based anonymous reporting system for aviation incidents.</li> </ul> <p>Total    3093</p> <p><b><u>FY 2003 Planned Program</u></b></p> <ul style="list-style-type: none"> <li>•        3527        - Generate guidelines and techniques for the Army's training of cognitive and digital skills for soldier-centered training in collaborative environments.</li> <li>                 - Participate in virtual simulation experiments to determine feasibility of selected techniques and tools for training future forces.</li> <li>                 - Conduct annual assessment of Army command climate and trends over time, and identify new issues of concern to soldiers.</li> <li>                 - Develop and pre-test scenarios and role plays designed to help leaders assess, train, and develop team members.</li> <li>                 - Determine required frequency for device- and live-fire-based qualification firing to maximize small arms marksmanship proficiency.</li> </ul> <p>Total    3527</p>		